

In the Claims:

Please amend the claims as follows:

1. (currently amended) A weapon effect simulation system, comprising:
a fire simulation system comprising means for transmitting electromagnetic waves to simulate real ammunition from a weapon and means for including information in the electromagnetic waves, the fire simulation system further comprising means for calculating an imagined trajectory of the simulated ammunition and means for determining a geographical position of the weapon, wherein the means for including information in the electromagnetic waves is operative to include information related to coordinates in the three-dimensional space for the calculated ammunition trajectory; and
at least one hit simulation system comprising means for receiving the transmitted electromagnetic waves and means for determining whether a target has been hit based on the received electromagnetic ~~waves~~; waves.
2. (previously amended) The weapon effect simulation system according to claim 1, wherein the means for transmitting electromagnetic waves comprises a laser transmitter operative to transmit laser radiation with at least one beam lobe.
3. (previously amended) The weapon effect simulation system according to claim 2, wherein the means for transmitting electromagnetic waves further comprises a radio transmitter operative to transmit radio waves.
4. (previously amended) The weapon effect simulation system according to claim 3, wherein the means for determining whether the target has been hit is operative to determine target

hits based primarily on the information in the laser radiation and secondarily on the information in the radio waves.

5. (previously amended) The weapon effect simulation system according to claim 1, wherein the means for transmitting electromagnetic waves comprises a radio transmitter operative to transmit radio waves.

6. (previously amended) The weapon effect simulation system according to claim 1, wherein the means for including information in the electromagnetic waves is operative to continuously include, based on the calculated trajectory, information concerning the current trajectory position of the simulated ammunition.

7. (previously amended) The weapon effect simulation system according to claim 1, wherein the means for including information in the electromagnetic waves is operative to include, during a period of time that is shorter than the flight time of the real ammunition and based on the calculated trajectory, information concerning the trajectory positions of the simulated ammunition.

8. (previously amended) The weapon effect simulation system according to claim 1, wherein the means for calculating the trajectory of the simulated ammunition is operative so as to determine the impact point or burst point of the ammunition, and wherein the information related to the calculated ammunition trajectory contains the impact point or burst point.

9. (previously amended) The weapon effect simulation system according to claim 1, wherein the fire simulation system comprises a transmitter operative to transmit information regarding the geographical position of the weapon, and wherein a minimum of one of the hit

simulation systems comprises a receiver operative to receive said position data.

10. (previously amended) The weapon effect simulation system according to claim 9, wherein the information related to the calculated ammunition trajectory is determined relative to the geographical position of the weapon.

11. (previously amended) The weapon effect simulation system according to claim 1, wherein said at least one hit simulation system comprises means for determining the geographical position of the target.

12. (previously amended) The weapon effect simulation system according to claim 11, wherein at least one of the hit simulation systems comprises a transmitter, and wherein the fire simulation system comprises a receiver operative to receive information from the transmitter of the hit simulation system.

13. (previously amended) The weapon effect simulation system according to claim 12, wherein the transmitter is operative to transmit information regarding the geographical position of the target.

14. (previously amended) The weapon effect simulation system according to claim 13, wherein the calculating means is operative to determine which target has been hit, and wherein the information related to the calculated ammunition trajectory includes information that identifies the determined target.

15. (previously amended) The weapon effect simulation system according to claim 12,

wherein the transmitter is operative to transmit a hit message upon determination of a hit.

16. (previously amended) The weapon effect simulation system according to claim 15, wherein the receiver for a hit simulation system that has not determined a hit, the so-called "secondary object", is operative to receive the transmitted hit message.

17. (previously amended) The weapon effect simulation system according to claim 16, wherein the means of the secondary object for determining hits is operative to decide upon receiving hit messages whether the secondary object has been hit.

18. (previously amended) The weapon effect simulation system according to claim 15, wherein the means for transmitting electromagnetic waves is operatively connected with the receiver of the fire simulation system and is operative to break off the simulation upon receiving the hit message.

19. (previously amended) The weapon effect simulation system according to claim 15, wherein the fire simulation system comprises means for displaying hit locations and effects based on received hit messages.

20. (previously amended) The weapon effect simulation system according to claim 19, wherein the means for displaying hit locations and effects is operative to display hit locations and effects visually.

21. (previously amended) The weapon effect simulation system according to claim 1, wherein the fire simulation system is disposed at a weapon.

22. (previously amended) The weapon effect simulation system according to claim 1, wherein the means operative to determine the geographical position of the weapon has a geographical position that is separate from the geographical position of the means operative to transmit electromagnetic waves for simulating real ammunition.

23. (previously amended) The weapon effect simulation system according to claim 1, wherein said at least one hit simulation system is disposed in connection with a respective target.

24. (previously amended) The weapon effect simulation system according to claim 1, wherein the means for determining whether a target has been hit is operative to determine the hit location on the target.

25. (previously amended) A player, comprising:
a fire simulation system and a hit simulation system according to claim 1, wherein the means of the hit simulation system for determining whether a target has been hit are operatively connected with the means of the fire simulation system for transmitting electromagnetic waves and operative to break off the simulation in the event that a hit is determined corresponding to damage or injury that renders continued firing impossible.

26. (previously amended) A fire simulation system for weapon effect simulation systems, comprising:

means for transmitting electromagnetic waves for simulating ammunition from a weapon;
means for including information in the electromagnetic waves operative to include information related to coordinates in the three-dimensional space for the calculated ammunition

trajectory;

means for calculating the imagined trajectory of the ammunition; and

means for determining the geographical position of the weapon.

27. (currently amended) A method for simulating the effect of a weapon on one or more potential targets, the method comprising:

modulating with information electromagnetic waves for simulating ammunition from the weapon, wherein the information includes information related to coordinates in the three-dimensional space for the calculated ammunition trajectory,

transmitting the modulated electromagnetic waves for reception by the potential targets,

making a determination is made upon reception for each respective target as to whether the target has been hit, based on the received electromagnetic waves, and

calculating the imagined trajectory of the simulated ~~ammunition, and~~ ammunition.